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## AUTHOR'S NOTE

Hi guys and welcome again for my illustrated PDF guide for Falcom's action-RPG, Y's Seven. I've never played a Y's game before however I'm no stranger to various types of JRPGs. Its been a while since I last played an action-JRPG and this game quickly caught my attention in the first few minutes.

I'll try my best to make this guide as helpful as possible. It may not be the best source online but I can assure you that this guide will at least assist you in your journey. If you want to share your tips, comments, suggestions or better yet, donations, you may check the details [here](#).

Thank you for your support and even bothering to read this. Have fun!



## QUICKSTART

The game features its own tutorial system which can be accessed anytime from the in-game journal. This section will just feature a gist of the tutorials, since the isn't that hard to learn the ropes anyway.

### Combat Skills

To use skills, you must assign them to any of the four buttons. You can assign the same skill on different buttons if you prefer. To activate them in combat, you must press R then the corresponding button of the skill. You can chain skills as long as you have enough SP.



Skills consume SP. You can obtain SP by attacking or destroying destructible objects on the field. Using a charged attack will gain more SP per hit. You can attack a monster's corpse to get more items and extra SP. You can even use charged attacks on monster corpses to get more sp.

### Attack Types

Damage against enemies varies depending on the attack used:

- Slash - Strong vs soft targets
- Strike - Strong vs hard targets
- Piercing - Strong vs light/ flying enemies

Attack types are represented by a weapon icon beside the character's level. If your attack doesn't work on an enemy, try switching characters.

### Extra Skill

Each character has his/her own special “super” skill called Extra that deals massive damage to any enemy, regardless of its attack-type resistance/weakness. Before you can use this, you need to fill up the Extra gauge by using skills successfully. The gauge also recovers over time but not as fast when you're hunting monsters. It is a good practice to have a full Extra gauge before entering a boss fight.

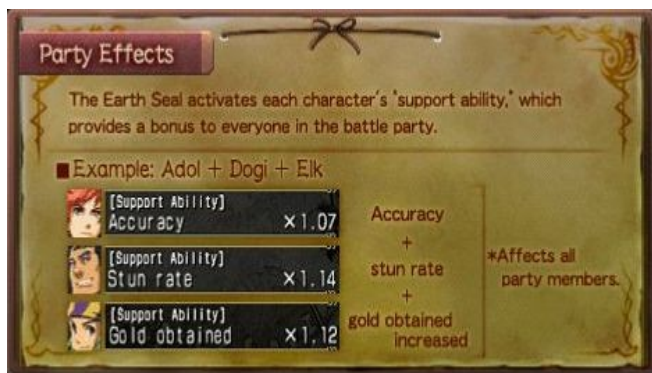




### Normal Equipment vs Party Equipment

Normal equipment are the gears that your characters individually equip. Party equipment in the other hand are key items that can be used by the party when exploring or to generate additional effects. Only one party equipment can be equipped at a time.

Each weapon has their own skill which is only usable as long as the weapon is equipped. Upon raising the skill level to 1, it can be assigned to your action buttons without equipping the weapon it was derived from. Increase a skill's level by using it regularly in combat.



### Party Effects

Once you obtain the Earth Seal, Party Effects will be activated. Every member of the party has special effects unique to them. These support skills are automatically activated and will remain passive as long as the character is in the active party. The combined effects of individual members will apply to everybody in the active party.

### Synthesis

You can create more items by collecting materials in the field or from monster drops. You can synthesize various equipment, weapons, accessories and even consumables by talking to any shop/peddler. Aside from the required number of specific materials, you also need to pay the synthesis cost. The list of available synthesis items will be the same for shops everywhere.



# WALKTHROUGH

## Altego City

Once in control, go upstairs to the next screen. Continue along the street to trigger a scene. You may buy a Komona Flower for 5G from the girl. She'll also give you a Nadly Flower as a bonus. You may check out the various locations around the city. However, you won't have access to some of them while the shops won't be doing any transactions for now. When you're ready, head to the town square if you haven't visited it yet, then talk to the blue-haired flower girl near the fountain. Leave the town square and come back again to trigger a scene. Agree to help them to continue on with the story.



Watch the following scenes and you'll find yourself in the palace. Enter the throne room and talk to the King. After the audience with the king, you'll receive a *Shamsir* and *Sphairal* from Scias. You'll have the option to go to the arena to receive battle tutorials. Whether you chose undergo training or skip it, you'll receive the Map of Altego. Should you need help or review various game tutorials, you can access it from your Journal.



Before heading out, you may to get some armor and accessories for both Adol and Dogi. Exit through the gate to the west to reach the field.



## Altago Plains (NE)

Refer to the map provided to know the location of item gathering points as well as the treasure chests. As you explore the area, it will be a good practice to collect as many materials as you can; not just from enemy drops but from various stuff that can be found on the field like mineral/ore deposits, plants, springs, etc. Enter the cave located to the northwest to find the Shrine of Origins.

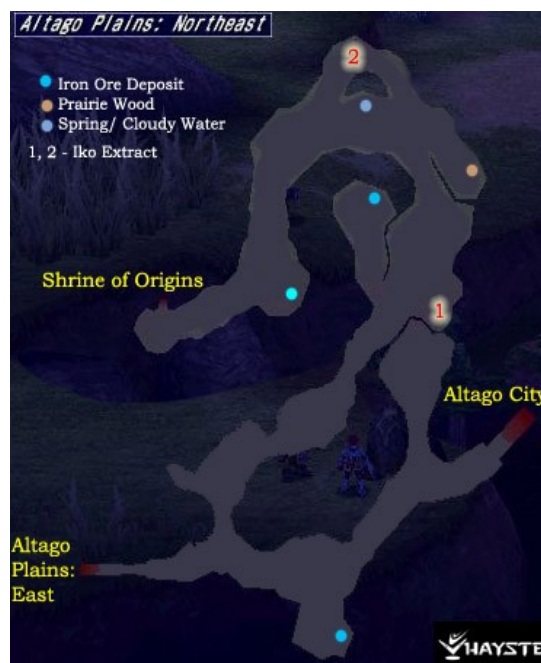
### Shrine of Origins

There is nothing much to do here; just head left past the bridge to find a chest containing an Iko Extract. Cross the bridge and save your game before heading through the opening. Examine the stone slab and watch the following scenes. You'll be thrown in your first boss fight.

### Boss: Two-headed Turtle Val Klar

This boss has only four attacks:

- It will summon rock stalagmites around the area
- It will spew out a short-ranged shockwave around it
- It will hide inside its shell and move around the place
- It will use one of its head to hit you.



Its attacks are easy to avoid. Just attack for a couple of seconds then quickly step back to anticipate its next attack. If you managed to deal considerable damage to it, a "Rush" icon will appear above its head. You must deal enough damage to it so it will become dazed, giving you free hits. When near death, the boss will guard all your attacks. That's when you'll get the Moon Seal, enabling you to perform Extra skills. For this particular battle, Aldo's Extra gauge will be full. Quickly press L to trigger his skill and to finish the battle.

Watch the following scenes and you'll be back in Altago City.

### Altago City

Once in control again, head to the palace and report to the King. Watch the scenes along the way and you'll also obtain the King's Letter. Once done, exit the palace grounds and head to the town square. Watch the next scene. Once done, you'll need to return to Tia. Before leaving the town square, head to the south of the fountain to find Maya and a woman named Belinda Nis. Talk to her to start [Quest #3: Beautiful Flower Seeds](#)

Next exit south of the town square and go to the left past the bridge. Enter the first house there and go to the second floor. Enter the leftmost room to find an NPC named Teresa Runions. Talk to her to start [Quest #4: Jewel Collection](#).



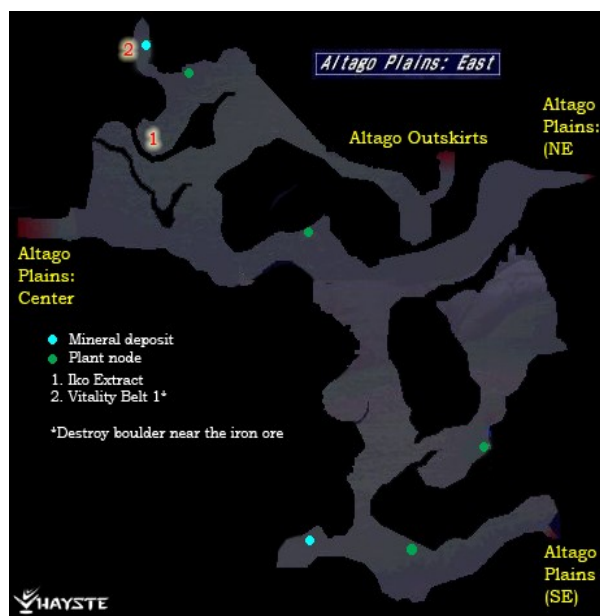
Next, head to the pub and talk to Michael Wootton, the guy sitting in the lower left table. **Quest #5: Lecture: Tribes of Altego** and **Quest #6: Lecture: Titano Ecology** will be added to your journal. While inside the pub, talk to the pub owner, John Cordova to start **Quest 2: Waters of Altego**.

Head to Old Town and go to Tia's house. Agree to deliver the medicine to Tia to receive *Tia's Medicine* and to start **Quest 1: Delivery from Tia**. Buy/sell/synthesize items if you need then head out.



### Altago Plains (E)

To reach this, simply exit east from Altago Plains: NE. Refer to the map below to know the location of material gathering spots (spring, plant, ore, etc). To get item #2, have Dogi destroy the large boulder beside the ore deposit to reveal the hidden blue chest.



Take care not to enrage the titano in Altago Outskirts. Its okay to go there and receive **Quest 18: [Titanos Hunt] Bal Killios** but do not attack it or it'll be game over. Don't exit to the west (Altago Plains: Center) as it contains monsters too strong for your level. Just exit to the southeast as marked in the map.

### Altago Plains (SE)

This is a short path continue heading east until you reach the next area. Just gather the materials and item as marked in the map.





### Shannoa Forest (W)

Follow the path and grab the items/materials along the way. As the path turns north, a scene will trigger. Push north, grab the last items/materials and exit to the next part of the forest.

### Shannoa Forest (E)

Grab the items and if possible try to save and fill up your SP and extra gauge since there's a boss battle ahead. Proceed north and save by the healing monument.



### Boss: Long-tusked Boar - Es Gallion



It has a charging attack that can be evaded easily, though it can do this three times in a row if it wants to. Next is that this boss releases a cloud of paralyzing gas in front of it so avoid getting caught. It will also hurl rock projectiles between one or three pieces. It can also release a close-range shockwave around it and finally a berserk charge that will cover the whole area. In any case, you may want to use charged attacks to gain SP faster, then use combination of normal attacks and skills whenever its open. It will attack the character you're controlling primarily so if one of them is low on health, try switching to the other. If you have a full extra gauge, you may trigger your Extra skill when the boss's HP has dwindled down to 25%

Watch more scenes then return to the previous area. Push through to the east and you'll eventually reach the village.

### Shanoa Village

Upon reaching the village, head to the large house the northern end to find the Eldress. You'll receive the *Ancient Tree's Key* in this event. After the conversation, Elk will join your party. Give him one of your accessories and assign his skill buttons as well. Return inside the Eldress' house and talk to her again to hand over Tia's medicine to complete the quest and get your reward. (*Dragon Energy Drop*)



Enter the house to the immediate left of the Eldress house to find an old woman named Carol Zander. Talk to her to start **Quest #9: Forest Guardian Pilgrimage**. She will ask you to make an offering of 5 Kamika Fruits. You'll obtain 2 Kamika Fruits from her so you'll need to find three more in the forest. You can find the guardian and the fruit in the eastern Shannoa Forest.

Next head to the dock and talk to Chris Gouin, who is standing beside the warehouse. You'll obtain **Quest #8: No Pole, Resilient Soul** from him.

If you've been collecting materials along the way, chances are you already have enough Kamika Fruits in your inventory. Just exit the town to the southwest, then make the offering to the guardian in Shannoa Forest (E)'s entrance. Return to old woman Carol to receive your reward (1000G) and she'll request for another item to be offered. This time, its a white snake ring. This item can be synthesized for 1000G, Charcoal x20 and Monster Bone x20. You can also get one deep inside the Ancient Tree which is your next destination.





In any case, should you decide to synthesize the White Snake Ring, bring it to the idol then return back to Carol to get 1500G as reward. Finally, she'll ask you to clean the statue. Return the statue and use 5 Spring Water to clean it. You'll receive a *Silver Snake Ring*, which offers poison immunity and better stat boosts. Report back to the old woman to get your 2000G reward and clear the quest in your journal. Check your items and equipment then exit the town to the northeast.

### Ancient Tree (Outside)

Grab the chests marked in the map. Don't attempt to take the winding path west since it is submerged under water. Staying underwater even for a few seconds is fatal to your characters. Also, you won't be able to get past the thorny path leading to the altar. You need a special party equipment that can be acquired while exploring the depths of the Ancient Tree.

For now, make your way to the northeast entrance of the Ancient Tree then use the key provided by the Eldress to open the gate.

### Ancient Tree



Once inside, you may notice the dried branches covered in amber sap. These will serve as bridges later in the game which will enable you to access more areas inside the Ancient Tree. Just grab the items that you can reach for now then exit east (1) to the next area.

In the first area of area B, grab the chest to then south then go up the ramp to reach the upper level. Grab the chest and gather saplings there then go down the vine to the east to reach the other side of area B again. (Refer to the map below)

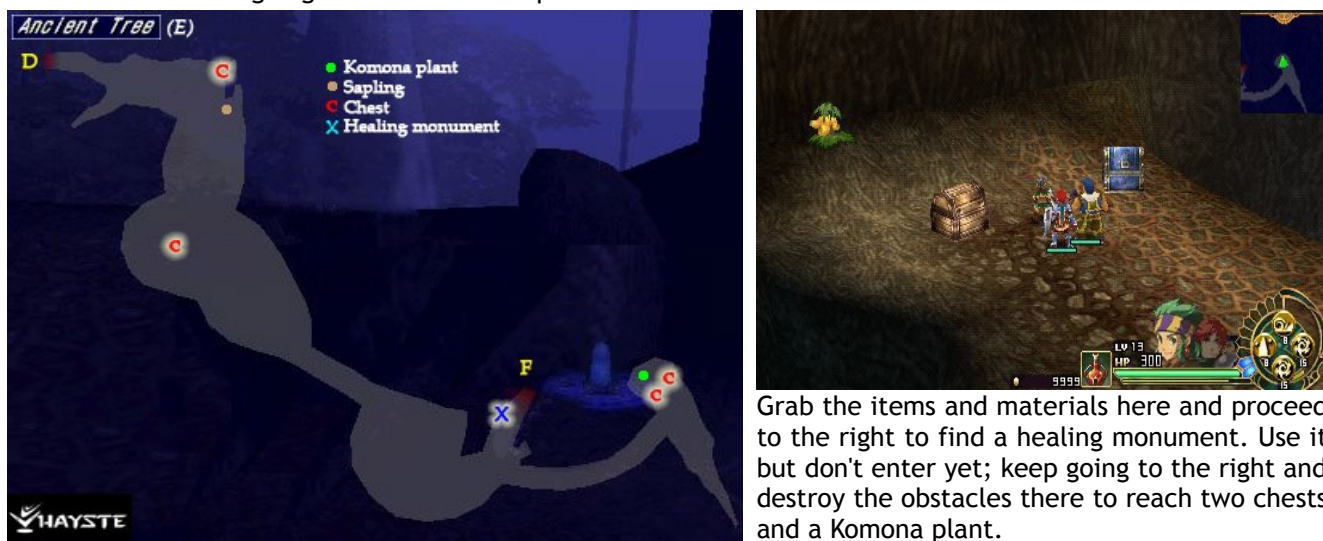




In this area, make your way to the west and examine the orange glowing liquid beside the tree. You'll receive the *Ancient Tree Sap* which will enable you to create bridges by applying it to the amber spots. Start by pouring some on the nearby branch to create a bridge. Cross the bridge then return to the previous area.

I suggest walking all the way back to the entrance and use the healing monument outside if you need, then use the sap to create a bridge to the immediate right (area A, #2). Follow the path to the next area and grab the chest along the way. Exit to the north and this will bring you to a blue chest containing Vitality Belt 1 in the isolated island in area A.

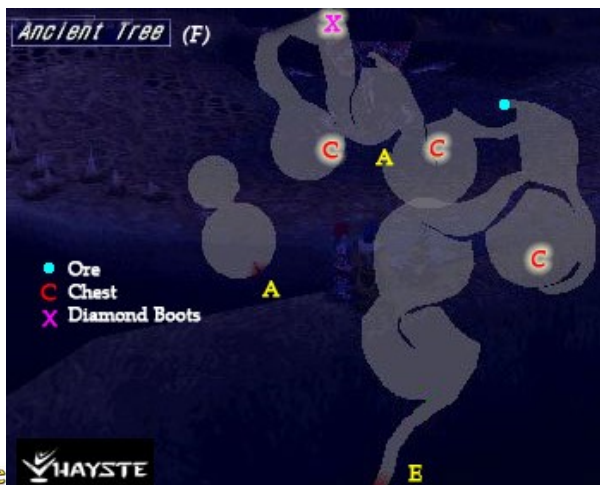
Backtrack to the entrance, then walk all the way again to the northeast. Create a bridge leading west, fight your way through the cluster of Zerangiques and insect eggs then exit west (D). In the next area, grab the two chests and continue going west then climb up the vine.



Grab the items and materials here and proceed to the right to find a healing monument. Use it but don't enter yet; keep going to the right and destroy the obstacles there to reach two chests and a Komona plant.

Return to the healing monument and enter. In the next area, go up the ramp and avoid the thorns. Go down the ramp to the right and quickly grab the chest submerged in the water.

Continue up the ramp and grab the items. There is a chest under the ramp that contains a Salimera Extract. Across that ramp is another vine to the left. It leads to a blue chest below that contains a Silver Feather. You may also create a bridge there. Climb back up then continue up the ramp until you find a red chest behind some vines. Destroy the vines to get the party equipment *Diamond Boots*. This item will allow you to walk over the thorns on the ground. Select it from the party menu (press triangle). Go down the ramp then exit to the left. Take the vine down again to return to the first area then exit it.







Once outside, walk around the path and enter the tree's main entrance. Walk through the thorns and use the healing monument. Save your game if you haven't yet, then enter the opening. Watch the scenes and you'll have to face yet another titano.

### Boss: Big Bug Beast Zera Fith

You need to attack the boss' six legs. After dealing enough damage, it will reveal its tongue which you can attack to deal more damage. This is the only way to deal considerable damage throughout this entire fight. Later in the battle, it will summon two Zerangiques which will release several poison projectiles so make sure to take them out first. Your Silver/ White snake rings will also be helpful in warding off the deadly effects of poisoning.



It will also capture a character using its tongue and will deal continuous damage. To rescue a captured character, just attack the tongue until it gives way. Its other attacks include poisonous projectiles and web that will cause [Heavy] status, restricting your movement. Keep repeating the attack pattern and trigger your Extra skill once its down to 15-20% HP. After defeating it, continue through the next opening to reach the altar.

### Earth Altar

Examine the altar and watch the scene. You'll receive the Earth Seal during this event which will unlock [Party Effects](#). Once done, walk back to the village.

### Shannoa Village

Talk to the Eldress. You now need to return to Altego City to get clues about your next destination. Elk will also leave the party. Make your way back to Altego.

### ***Altego Plains: East***

Halfway in the plains, you'll find Tia surrounded by monsters. Take them out and escort her back to the city.



### ***Altego City***

Head back to the palace and go to the Dragon Knights' HQ to the right. After the conversation with Scias, go upstairs and enter the room in the middle. Talk to the general to receive *General's Letter*.

Head to the inn and talk to the merchant named Kevin Lassiter to start **Quest #7: Byway of the Hunt**. Make your preparations and synthesize some items if you haven't done so yet. Try to exit the town to trigger a scene. Aisha will join party. Set her equipment and skills then head out. Exit two areas west until you reach Altego Plains: Center





### Altago Plains Center

Refer to the maps provided in the guide. From here, continue west for your destination since the exit leading to the Lakeside area will just lead you to Altago Highlands where a chest containing a Dragon Energy Orb is located. Other than that, there's no other points of interest in the aforementioned areas.

(Chest) Salinera Extract

(Chest) Sapling x5



### Altago Plains: West

(Chest) Large Bone x10

(Chest) Dragon Fig

(Blue Chest) Shimmer Brooch 1

### Altago Plains: Gorge Way

You can go to Gorge Way to collect the items from the chest. However, the road is blocked, preventing you from going to the other village. This is not your destination for now so turn back to Altago Plains West and exit to the southwest.

(Chest) Mirula Incense

(Chest) Salimera Extract

### Altago Plains: Southwest

(?) Symbol

(Chest) Dragon Energy Drop

(Chest) Salimera Extract

You'll find a peddler and monument near the southwest cave. You need a Luminous Rock to explore the cave. You can buy one for 5000G from the peddler nearby. Equip it and enter the next cave.

Note: You should have [Quest #7: Byway of the Hunt](#) active before clearing this area. Otherwise, it will be permanently gone.



## Cave Byway



The cave is just a straightforward path. Just loot the items and materials as marked in the map then exit west. Use the nearby healing monument and save your game. As you reach the large circular platform, you'll need to face the boss.

### Boss: Rock Monster Gilda Ros

This monster uses heavy attacks. It will send shockwaves in a straight line using its club and will create spreading shockwaves when it jumps. You need to time your evasive maneuvers here to minimize the damage and to deal damage at the same time. It is quite dangerous to get caught in the middle of the boss' three consecutive shockwave attacks as it will throw your character in mid-air and leave him/her defenseless for the successive shockwaves.



The boss is most vulnerable after it uses its spinning attack. Dogi will deal the most damage here so make sure to evade as soon as you land 3-4 hits. His Upper-cut move can also send the boss flying so its possible to 'juggle' it by using successive Uppercuts. The higher this skill's level, the better damage. The boss will also jump and create a minor quake that will disorient your characters. Like before, save your Extra skill and use it until the boss is down to its last 20% HP.

After defeating the boss, return to the healing monument, replenish your party's HP and save again. Proceed west and watch the following scenes.

### Segram Desert: Northwest

There's nothing much to do here so just collect the items and materials then exit to the next area.

(Chest) Dragon Energy Drop  
(Blue Chest) Power Wrist 1  
(Chest) Hot Sandstone x10







### **Segrat Desert: West**

(Chest) Cloudy Water x10

(Chest) 2500G

(Blue Chest) Hawk Eye 1

If you exit west, you'll find another optional titano. **Quest 20 [Titano Hunt: Mili Urdu]** will be added to your journal. Since you can't defeat it for now, leave the area and return to the desert. Exit southeast to reach Segrat Village.

### **Segrat Village**

Talk to Sara Stewart inside the item shop to start **Quest 10: Mystery Ingredients**. Since you've been gathering items for a while, you should have a few leaves and flowers that you can hand over to her immediately for some quick cash. You should be able to Also, check some equipment upgrades that you can afford for now.



Enter the house to the northwest corner, above the flight of stairs. Watch the scenes and you'll get the Shrine Key afterwards. Mustafa will join your party. Since you can only have three active party members at a time, you can access the Party option in your menu to select the members. Mustafa is a strike-based fighter like Dogi so its either you swap Dogi out or just keep Mustafa as a backup unit. Your next destination is the Flame Shrine so make preparations before leaving the village and heading east.



### Segram Desert: East

(Chest) Salimera Extract 1

(Chest) Sebrina Incense

(Chest) Titano Bone (!)

### Flame Shrine (Outside)

Stand still if you want to fully recover your HP. Follow the path and you'll eventually run across another titano. You don't have any means to defeat it for now so just run away from it. [Quest 19: Titano Hunt: Soldi Ohm will be added to your journal.](#) While escaping from it, grab the Hard Hide x10 from the chest nearby. Keep running north and you'll reach the Flame Shrine

### Flame Shrine (Area A)

(Chest) Hot Sandstone x10

(Blue Chest) Fireproof Scarf (Accessible only after getting the Ice Mist Crystal)

Use the shrine key on the door to open it. Continue forth after the scene. Do not attempt to cross the lava or you'll get damaged continuously. Just follow the main path for now and avoid the lava filled paths for the meantime. You'll eventually reach Area B. (See map)





(Area B)  
(Chest) Salimera Extract  
(Chest) Kamika Extract  
(Chest) Sebrina Incense

Continue to the right and exit to the next area.

(Area C)



(Blue Chest) - Silver Feather  
(Chest) Hard Hide x20  
(Chest) Salimera Extract

Here, you'll need to cross the platforms lowering and raising from the lava. Try to time your movements and dash to cross them. Just to be safe, make sure to save your game before crossing the lava so you can just reload if the worst happens. Don't mind the chests for now. Just make your way to southwest exit back to area A. When you're back in Area A, there is an elevator in the middle. Activate it to reach the shrine's lower level.

### Flame Shrine (Lower)

Use the healing monument here then save. There is a boss fight ahead so prepare. When ready, continue to the next area.

### Boss: Fire Eater Stohl Bram

This mini-boss will mostly shoot various fire projectiles at you which can be easily evaded. One of its most damaging attacks is the peck combo which also releases a small, damaging shockwave. It will also use a charged up fireball later in the fight which can be easily evaded as well. Like the other bosses, you can stun this bird by aggressively attacking and using your skills.







It has a blind spot near its legs so just keep close and you should also be able to evade its projectiles while dealing damage at the same time; just look out for its peck attack. Once you see it raising its head, just get out of the way. This battle shouldn't be that hard so if you're having problems dealing with the enemy, chances are, you're either underequipped or underleveled. Which is typically bad news since you still need to take care of the shrine's guardian in a short while.

After defeating the boss, grab the party equipment *Ice Mist Crystal* which will enable you to safely traverse the lava in the temple. You can now go the previously unreachable areas. Equip the crystal, heal up and return to the upper level.

#### (Area A)

Go upstairs to the right and step on the stone slab on the floor to remove the obstacle. Go south then turn around north to reach the blue chest there containing a *Fireproof Scarf*. Continue north then grab the *Nadly Extract* from the wooden chest. Continue to the next area.



#### (Area B)

You can now reach two more wooden chests across the lava lake. Grab them then continue to Area C.

#### (Area C)

Grab the third chest across the lava located in the lower right corner of the area. After that, backtrack to the northeast and exit to the next area.

#### (Area D)

This is a straightforward area so I won't be making a map for this. There are two Hot Sandstone ore deposits here as well as a blue chest containing a *Training Ring I*. Exit to the next area to the northwest.



#### (Area E)

(Chest) Hot Sandstone X20  
(Chest) 2500G

In this area, make your way to the northwest, near the exit. Don't leave the area yet; look for a stone slab near the stairs to the southwest. Step on it to remove the barricade, then activate the lever to change the lava levels in this area. This will enable you to open the two chests. Exit to the northwest.



### (Area B)

Step on the stone slab to connect the three platforms and open the path. Grab the chest as marked in the map above if you haven't done so yet, then use the healing monument. Save your game. There is another boss fight ahead so make sure you're prepared.

### Boss: Guardian Levard Galem

To start off, you must attack the circle in its belly to deal damage. It will also release “fire bombs” that will fall down in the area, and projectiles that scatter into several more projectiles. Be careful of its smash and swipe attacks, as well as his other fire-based attacks that leave flame spots. Avoid stepping on these or you'll get damaged. Halfway down its HP, it will start summoning a fire-orb in the middle of the battleground and will attempt to pull your characters towards it. Just do your best dashing outward to avoid getting sucked in. It will also start using a flamethrower-like attack. Just run to the corner near the boss to avoid getting hit.



When near death, it will start using more devastating attacks, like a flame-pillar that will chase you around. Just keep running to avoid getting burned by it. It will also start throwing several dark orbs and also a devastating fire blast that can deal continuous damage. Most of these attacks can be avoided by staying in the corner or near the boss; except for the fire pillar of course. Just keep attacking and using your skills like crazy and don't forget to activate your Extra skill for the finishing blow.

After the battle, the path to the altar will open. Head there and examine the altar. Watch the following scenes. You'll obtain the Flame Seal. This will unlock the skill Teleportation. Here, you can have the convenience of transporting to the stone monuments you have touched. Open your map and warp out of the dungeon to Segrain Village.



### Segram Village

Watch the following scenes. Mustafa will leave the party. Your next destination is Kylos. Before heading there, check out the new items you can synthesize on the shops or deliver the items necessary for the quests you currently have. With teleportation available, this should make everything a lot easier. For now return to Altago City.

### Altago City

Watch the scene that will trigger as soon as you enter the city. If you have accepted Quest #7: Byway of the Hunt, then head to the Inn and talk to Kevin to get your reward. Head to the city square and talk to Tia. Watch the next scenes. You need to head to the Zanzibar firm in the northeast portion of the city square.



Once in the firm, talk to the fat guy named Zanzibar. Watch the scene. Once in control, head back to Tia's house to progress with the story. Learn that you need to head to the Old Waterway. Head to the item shop and take the stairs in front of it leading down to the waterway. Watch the next scene. Once done, enter the waterway and start exploring the area.

### Old Waterway

(Chest) Nadly Extract

(Chest) Sebrina Incense



The area is dark so you can use the Luminous Rock you've used in Cave Byway earlier. Tia will also keep the party healed so don't worry too much about getting damaged. Keep following the path until you reach the first intersection. Exit to the left to find a blue chest containing a *Gavel of Souls*. Exit to the next area.

Grab the items from the chests as marked. Exit to the northeast first to reach a lever that will lower the wooden bridge near the entrance. Return to the previous area then exit to the northwest this time.

Use the healing monument and save your game. Enter the next room and you'll need to fight another titano.



## Boss: Deep-Earth Crab Valisa Luli

This battle is an easy one and this titano will just use the same attacks over and over again. There is no special strategy needed to take this guy down; just run around and avoid its attacks and bubble projectiles while attacking.



Obtain the Scarlet Crystal after the battle. You can't use teleportation for now so just run back to the entrance and back to Tia's house. Watch the following scenes. You should be ready to go to Kylos this time. Teleport to Cave Byway (entrance, then exit north) to Altago Plains West. From there, exit northwest to Gorge Way. From there, continue north to reach Kylos Gorge.



### Kylos Gorge: Southeast

(Chest) 3000G

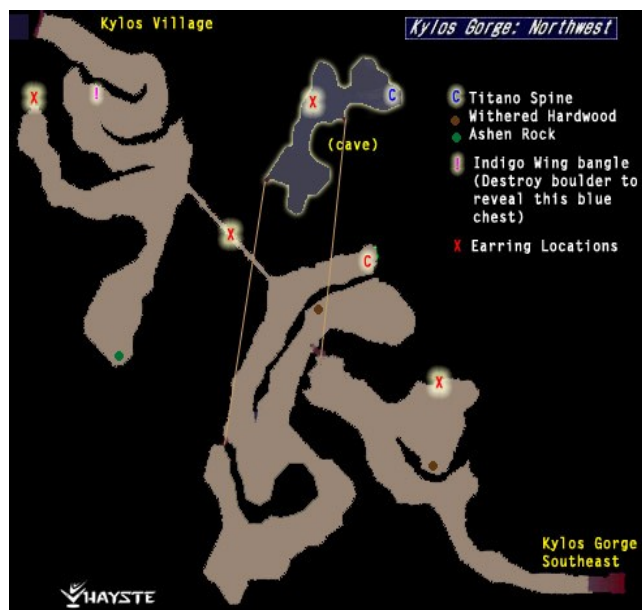
(Chest) Ashen Rock x10

Exit the cave and continue west to reach the next area.

### Kylos Gorge: Northwest

(Chest) Titano Spine (!!)

(Chest) Nadly Extract



Continue along the only path and traverse through the cave portion of the area. There is an important item here (Titano Spine) which is needed for the quest [Quest #6: Lecture: Titano Ecology](#). After exiting the cave, run a bit and a scene will trigger. This time, you'll fight Geis alone.

## Dark Mercenary: Geis



This shouldn't be that hard of a battle. Keep running around and do some hit-and-run charge attacks, then when you have enough SP, perform quick skills like Running Slash or Earth Shaker. Don't let Geis corner you; just keep moving and evade if he comes close, then strike him after he finishes his combination attack. He also has a short-ranged three way projectile attack that can be easily avoided. Try not to get hit by his smash attack as this deals the most damage. Just keep repeating this attack pattern as you whittle his HP away. Land the finishing blow using your extra skill if possible.

Once in control, continue following the path. Exit to the northwest to reach Kylos Village.

### **Kylos Village**

There are new items available from the item shop so make sure to keep everybody's weapon and armor. New synthesis items are also available. Before meeting up with the eldress, head to the northwest part of the village first, across a hanging bridge. Talk to the old man named Jonathan Lee to start [Quest 11 Milling the Wind](#). He'll be asking for different materials, some of which you may have already gathered on your way to the village. See the [Quests](#) section for more details. Once done, backtrack a bit then continue uphill to reach the eldress' house.





Instead of going there, go to the spot right beside the house to find the eldress and trigger the next story scene. Mishera will join your party as you explore the next dungeon. She is a ranged attacker like Aisha so switching her or keeping two ranged attackers is up to you.



Prepare your team, especially Mishera. Give her your spare accessories and make sure you map her skills on her action buttons.

### **Holy Precints of Wind (Wind Precints)**

#### **(Area A)**

After activating switch 1, backtrack south then cross the newly connected bridge. Continue following the only path and grab the materials and chests along the way. The bird-like enemies here can petrify your characters so try to get rid of them quickly using ranged attacks. Head to the middle path and continue to the next area.



#### **(Area B)**

The blue butterfly-like enemies in this area can cause panic to any character that it comes contact with. You can only head west for now so continue to the left and exit to the next area.

#### (Area C)

This area is small and pretty straightforward. Keep following the path then jump down in the middle. Clear the enemies below then proceed north to find a red chest containing the party equipment *Wind Cape*. This item will allow you ride the wind and reach elevated areas. For now, backtrack and ride the wind to the left to go back where you jumped off. Then, proceed north a bit then ride the wind again to find a blue chest containing an *Amulet Rosary*. To quickly return to the entrance of this area, jump off again in the middle area then ride the wind to the right. Step on the switch to remove the barricade and make your way out.



#### (Area B)

If you need healing just exit to Area A and use the monument there. Otherwise, proceed to the eastern exit of area B.

#### (Area D)

Defeat the giant armor then remove the cape to get the blue chest containing *Rune Earrings*. Float to the next platform and you'll find a large windy area with two wooden chests. The one located in the platform in the middle contains a *Titano Fluid*. It is a quest item so make sure to grab it. Just remove the cape again to grab the chest below and access the water fountain.



Float again to the next platform, then head south. There is another water fountain below and a blue chest in the other end. Just equip/remove the Wind Cape as necessary. Make your way in the middle and defeat the last two giant armors in the area. Don't forget to grab the *Wind Pipe* from the red chest to the east. Exit to the next area.

#### (Area E)

This is pretty much a straightforward path with no items or materials to bother with so just keep going to the next area.



### Windpipe Room

Collect the Ashen Rocks on the two ores on both sides. You may also get rare White Stones from them. Float to the upper platform and open the two chests. Step on the switch to remove the barricade, then examine the fans to move them so the wind they're blowing go through the pipes.



Now teleport to the monument in Area A, then enter to area B. Use the Wind Pipe key item in the middle of the large blowhorns to open the wind blower in the middle of the Windpipe Room. Go around to the left and jump off to the Windpipe Room's upper platform. You'll reach the highest floor. Use the monument if needed then save your game. Continue to the next room to face the next boss.



### Ferocious Bird: Kava Kelos

In this battle, you may want to have both Aisha and Mishera to deal extra damage to the boss from a distance. The boss has very nasty attacks that will cover large areas so it will be challenge for melee fighters like Adol and Dogi to get up close and do their thing. You may want to keep dodging in the first few seconds of the fight to observe its attacks and discover the window of opportunities after each attack. The trick with this boss is to keep moving. If you stick in one place or if you attempt to fight it up close too often, you'll end up using your valuable consumables before even defeating it.



This boss can petrify characters with its projectiles so make sure you equip someone with a Gold Pendant. If not, just immediately switch to another character to avoid getting damaged. Some of its attacks include a large tornado that will follow you or releasing three projectiles that explode upon landing, creating considerably-sized shockwaves. It also has an attack that will pull your characters towards it then followed up by a damaging area-of-effect swipe. You also need to look for its petrifying scream. Just shake your characters until they get released from their petrified states.



In the course of battle, the boss will set itself ablaze. Some of its attacks will intensify during this form, including a dive-bomb attack that will also leave explosive projectiles on its wake as it charges. It can also slam the ground to stun your characters momentarily. Just time your evasion before the stun wave reaches your character and you should be able to avoid it. Later in the battle, it will start laying eggs which will hatch into annoying broodlings if left alone. They are also a good source of SP and yellow orbs to fill your Extra Gauge. In any case just destroy them quickly to prevent further problems. Just continue moving around and using charge attacks to replenish your SP gauge, then release your most powerful skills.

After the battle, step on the glyph to reach the Wind Altar.

### Wind Altar

Examine the altar and obtain the Wind Seal in the scene. The effect of the seal will allow you to charge faster and gain more SP per charge attack. You'll be back in the village.



### **Kylos Village**

You'll learn about your next destination from Mishera. She'll leave the party and you have to make your way back to Altago. Before heading back, you may want to visit the old man, Jonathan Lee to hand over the materials he needs for [Quest 11 Milling the Wind](#). You should have enough materials after clearing the Wind Precinct so hand them over to clear the quest.

Next, enter the house southeast of the old geezer's, then talk to Wes Herbst to start [Quest 12 Daughter's Missing Gift](#). You can complete this quest before you head back to Altago City. Just refer to the [Quests](#) section below for more details. You can also visit the other villages and surrender the required items to the quest givers if you want to update their respective quests. If you're keen on collecting stuff along the way, you should be able to complete all the collector quests available at this point. When ready, head back to Altago City.

### **Altago City**

Aside from going around the city and talking to the remaining quest givers, drop by Tia and Maya's house if you want to. In any case, just head to the palace to proceed with the story. You'll need to talk to the King however he's not in his throne. From the palace lobby, go upstairs and follow the hallway left. Talk to the guard to see the king. Read through the conversations. You'll also obtain the *Royal Signet* during this event. This is a major turning point in the game and any undone collectible quest right now will fail. Make sure you complete all the other quests before setting off to Ruins Island.



Visit Tia for a free Striga Extract. Make your preparations and catch the boat in the harbor when you're ready. Talk to the guard in the northern part of the harbor to start your travel to Ruins Island. Make sure to save your game before going there just to be safe.

### **Ruins Island**

Geis will join your party during your mission here. Also, take note that while here, you can't use teleport so I hope you heeded my and the game's advice of stocking up and preparing before heading out here.



## Abandoned Town of Edona

### Area A

Cross the fallen pillar to reach a blue chest containing a Vitality Belt II. Don't take the submerged path to the right since you'll drown. Just continue up the ramp east to exit to the first area. From there, continue left until you find a symbol in the middle. Use the Royal Signet to open it. Once you enter, two enemies will ambush you. Defeat them to access the red chest containing the *Grattheos Talisman*. This party equipment will allow you to breath underwater, making those submerged paths accessible. Exit the chamber and proceed left.



Continue to the left to find a blue chest containing an Ogre Shield by the waterfall. Backtrack to the far right, back to the abandoned town. Once back, take the underwater path to the east.

### Area B

The whirlpool to the left and the path to the right both lead to Area C. You don't have any means of stopping the water for now so you can take either path to reach the next area.





### Area C

There are also strong water currents here that will carry you to its direction. Your main objective here is to loop area several areas until you get the key item in this dungeon that will allow you to stop the water flow. Just continue ahead and follow the straightforward paths across several areas until you reach Area I (refer to the maps provided) For now head north to Area D

### Area D

There is a hidden area just behind the waterfall but you need to key item to stop the waterfall and reveal the path. More details regarding this will be tackled later. For now, grab the items and go up the ramp east to the next area.



### Area E

Equip the wind cape to ride the wind blowing upward and to reach the upper platform where the wonderful exp boosting accessory, Knight's Crest is located. In this area you'll also find Estoc, a weapon for Adol which will change his attack-type to Pierce. You can't do anything with the pedestal right now so just continue to Area F.

### Area F

There isn't any points of interest here except for the lever that will lower the bridge which can be only accessed from Area I. Just keep heading west for now and ride the elevator down to Area G.



### Area G

Like before, you can't head north because of the water fountain. Just grab the item here, continue west and dive to Area H.

### Area H

The northern part of the area is accessible after disabling the fountain in Area G so just ignore it for now. Grab the items and continue east to the next area.



### Area I

After getting the Naiad Statue, exit back to Area F and use the lever to lower the bridge. Backtrack to area E



### Area E

Place the statue on the pedestal on the middle to reveal a hidden pathway behind the waterfall below (area E). Enter it to reach Area J.

### Area J

There is a blue chest containing a weapon upgrade for Dogi, as well as three chests containing recovery items and a few material nodes. Upon collecting the items, exit the area and recover the Naiad Statue from the pedestal in Area E.





Backtrack to Area D then exit to the southwest to Area C. From there, ride the current to the northeast to return to Area B.

#### Area B

Carefully walk to the left and place the statue on the platform to stop the whirlpool. Continue to the left to find a lone blue chest containing Eye of Fire.

After getting that item, backtrack to Area D, then up to Area E then finally taking the elevator to area G from Area F.

#### Area G

Place the statue on the pedestal in the middle to stop the fountain. The path to the right leads to an elevator that will take you to the lower area. There is a lever there that you can activate to lower the bridge and create a shortcut back to the entrance. The path to the left leads to a ladder that will bring you to Area H.



#### Area H

There are multiple chests here that's full of recovery items so make sure to stock up and carefully use the healing monument. Save your game then ride the current north to reach the boss area.

### Demonic Octopus: Avari El

Start off by attacking the main head. Keep an eye of its freeze rays and ink projectiles. Its tentacles will also try to smash you one at a time, as well as release various projectiles. Remember that you can't just haphazardly attack any tentacles since only one will be vulnerable at a time. Take note of the flying squid-like thing; attacking it will also damage the main boss. Also, the tentacle it enters will become vulnerable.



Concentrate on the vulnerable part while evading the enemy attacks. Like the previous boss fight, I find Aisha the most effective character here since you can deal damage in medium range while keeping an eye to enemy projectiles at the same time. Her Aqua Shot is also effective in this battle. If you bothered getting the Eye of Fire a while ago, it will provide additional protection to one of your combatants.



Later in the battle, it will start spewing charged electrical balls and will also start grabbing your characters, immobilizing them while dealing continuous damage. You will notice it when the tentacles start to move sideways. Just roll away and hope that it won't catch you. Free a captured ally by attacking the tentacle holding him/her. Just keep attacking and use your charged attacks. With the help of the previous seal you've acquired, it shouldn't be that hard to entirely fill up your SP gauge after 3-4 charged attacks. Just move around and heal as necessary until the boss goes down.

### Sea Altar

The path to the altar will open after defeating the boss. Head there and approach the altar for a scene. You'll obtain the Sea Seal during this event. Due to the effect of the seal, the party's EXTRA skills will have enhanced power, range and other improvements. After the scene, head out and grab the recovery items if earlier to restock.

Activate the shortcut in Area H by taking the elevator to the northeast then using the lever. Exit the dungeon then continue south. There is one more battle against a titano-class lizard but this should be an easy one since it has low HP. After the battle, watch the following scenes and you'll be back in Altago City.





## Altago City

Watch more scenes.



You'll finally reach the part where the execution ceremony takes place. You will receive the most basic equipment and a recovery item to fight the titano. There is no chance to save here so be very careful.

### Enraged Titano: Ygses Toluga

This battle should be pretty manageable even with inferior weapon. The boss only has a small set of attacks and all of them can be easily evaded. The boss is open while its spewing fireballs or after its rolling charge. You can also use hit-and-run charged attacks to refill your SP then use your skills during its openings. Double-rolling is the most effective way of getting away from most of its attacks so use it often to evade and get behind the boss. Don't be greedy when attacking; evade after landing at least two hits so you have time to evade and watch the boss' next attack. Just keep doing this until you whittle its HP and defeat it.



Watch more scenes. Once you made it out of the city, you'll get your equipment back and you'll be able to save your game. You're off to your next destination. Exit west to Altago Plains East.

## Altago Plains

From Altago Plains East, continue west to reach the Center. From there, exit southwest to reach the Lakeside. Follow the straightforward path to reach Altago Highlands. Watch the following scenes.

### Iska Village

During this event your previous team mates (Elk, Mustafa and Mishera) will join your party. Don't worry about their level and equipment since they'll keep up with you. You should be able to freely control your party afterward so exit the Elder's house and explore the village. There are NPCs here that will give you new quests so make sure to check them out as well.



Matthew Torres: **Quest 15: Dragons of Altago**

Brandi Swenson : **Quest 16: Spirit Elixir Concoction** (Ask about spirit elixirs to get this quest and to enable you to synthesis spiritual elixirs in Iska)

The village shop also offers high quality weapons that will change your character's attack type as well as allowing them to learn new skills. Once ready, leave the village by heading south and using the transportation seal.

### Altago Highlands

After getting back to Altago Plains, Geis will give you the *Moonsong Bell*. You'll be unable to use your warp skill so you'll need to re-establish the warp points by using the area's healing monument. For now, you must access the shortcuts marked by Iskan seals to get through most of the areas. You have come across them before already. Watch the following scenes and once ready, head to Altago Plains East.

### Altago Plains East

Reach the first seal located in the southwest. You can't check the other paths for the meantime since there are checkpoints set by the army. You can unseal it if you want but don't take it yet; take the southeastern path first and go through Shannoa Forest until you reach the village.





### Shannoa Village

Head to the town square and talk to the Eldress to proceed with the story. Once in control again, you'll need to head to the altar. Before going out, talk to the old woman Carol Zanders to start [Quest 13 Forest Guardian Part 2](#). She'll be requesting for more rarer items and conditions now so check the [Quests](#) section for details. Once ready, head to the Ancient Tree.

### Ancient Tree

Equip the Grattoeos Talisman then take the submerged path as it leads to a blue chest containing a *Blue Talisman*. The little pig creature here is related to a quest that you'll get later on so take note of their locations since you'll be revisiting them again. In any case, enter the tree and examine the altar to open its sanctum.

### Earth Sanctum

The directions here will require you to use the maps provided. There will be large blue flower blocking your path. Examine the large orange sap beside it then use the Ancient Tree sap on it. This will make the flower bloom and open up your path. Continue forth to the next area.



#### (Area A)

You can find Earth Stones and Striga Leaves here regularly so make sure to collect them. Grab the first chest in the far north then open the path in the middle by using the ancient tree sap on the dried sap. Grab the Shield Ring III as marked on the map then examine the large vine up north (A1) to go down to the next area.

#### (Area B)

This is a straightforward path so just find the other end of the path then climb up back to Area A. (B2)

#### (Area A)

If you activate the large dried sap beside the flower, this will trigger two poison buds to appear. They will occasionally puff out poison clouds from time to time so just attack and evade as necessary. You need to destroy these to “free” the dried sap. You can reach one at the moment so destroy it then continue northwest. After grabbing the Stone Ring and collecting some Striga leaves, take the vine (C1) to go down to the lower level.



(Area B)

Continue down south to find saplings and a chest with Earth Stone x20. Head east a bit then activate the large vine south. This vine will once again trigger the poison buds. Destroy the nearest one for now, then quickly cross the bridge of giant venus flytraps. Destroy the other poison bud to unblock the flow of amber to the blue flower and to kill the venus flytraps. Backtrack to the newly opened flower bud to find a blue chest behind it containing a Poison Ring.



Now head east then follow the path until you find a fork where you can climb up. Take the farthest right (E2) first.

(Area A)

Destroy the poison bud to unblock the flower before. Climb back down to the lower area.

(Area B)

Take the farthest left vine this time (D2).

(Area A)

Activate the amber here then destroy the last poison bud. Don't forget to grab the Monster Spine x20 from the chest across it then continue to the main flower in the middle to get teleported to the next area.



(Area C)

There is only one path available here so head right first to gather the materials and the chest with 20 Earth Stones. Continue to the lower left path and exit to the area north.

(Area D)

Equip your Luminous Rock and kill all the bee enemies here to unblock the path above leading to a blue chest containing Training Ring II. Exit back to the previous area.

(Area C)

Grab Elk's Violet Dual Blade from the blue chest to the right then follow the path until you exit to the last area. Use the monument and of course, save your game. Approach the portal and watch the following scenes.



### Boss: Earth Dragon - Rada Manj

Your first task is to destroy the crystals on the boss' foot. During this phase, it will stomp the ground creating a shockwave around it and send thorns protruding from the ground, moving to your direction. It will also send projectiles and release a deadly yellow flame breath around it. To avoid getting damaged by the fire breath, run close to the boss. Avoid getting too close or you'll also get damaged when it moves its feet. After destroying the first two crystals on its feet, it will change sides and will swipe its tail on a large area so keep distance. Repeat the process until you destroy the last two crystals making it fall, rendering its head vulnerable. Run up the platform and deliver as much damage as you can, possibly with an Extra skill.



While in this phase, watch out for its massive beam attack that can deliver continuous damage to anyone unfortunate enough to get caught. It will also send some projectiles raining down and sweep the area with its fire breath. Just continue attacking until the camera angle changes. Run down the platform and repeat the same process of destroying the crystals on its legs and attacking its head.



Once its down to 30% of its HP, it will force your party on a narrow path and chase you down. During this phase, run and evade as it lunges forward. Use that small window of opportunity to attack. Aside from its lunge, you need to watch out for the explosive projectiles it releases as well as the beam it shoots from its eyes. Keep running and dealing damage whenever possible. You may use charge attacks and unleash your most powerful skills when there's an opening. This is basically the last phase and you'll need to defeat this dragon once and for all.



Watch the following scenes after defeating the dragon. You'll obtain the Earth Dragon Stone during this event. The dragon will bestow its power on Elk, allowing him to use Geo Cluster as his Extra skill. You'll be transported back to the previous area. You stick around and collect more materials if you want; when you're ready to leave the place, just open your map and teleport out of the area.

For the meantime, you can return back to Shannoa village and make roundtrips to complete Quest 13 Forest Guardian Part 2. There are also some new synthesis weapons available in the shop at this point so make sure to check it out for increased damage and new skills. Once done with that quest, teleport back to Shannoa Forest monument then walk all the way back to Altago Plains East.

### **Altago Plains East**

Continue to the southwestern portion of the area to find the Iskan symbol. Use the *Moonsong Bell* on it to reveal the path leading to a new area. (If you haven't done so earlier)



### **Wilderness (A)**

You'll find more titano-class enemies here and they really pack a punch. As much as possible try to take them at a distance and avoid too much damage.

### **Wilderness (B)**

Use the bell in the small monument in the northwest part of the area to open a new path that will lead you to back to Altago Plains: Southwest.

### **Altago Plains: Southwest**

Just walk north a bit to trigger another scene. Sigroon will join your party afterward. Incidentally, she's just a substitute for Aisha since she'll inherit Aisha's skill levels. Make your way through Cave Byway then through Segram Desert to reach the next village.







### ***Segram Village***

Enter the village and watch the scenes. Once ready, you'll now need to head to the Flame Shrine. There are new weapons for everybody as well so check them out if you want to. Before leaving the village, talk to the kid named Zak McShane in the southwest corner of the village, by the pen. You can obtain [Quest 14 Finding Pikkards](#) from him. See the [Quests](#) section to learn the individual location of the Pikkards. I suggest doing this after clearing the Flame Shrine.



### ***Flame Shrine Entrance***

Go through Segram Desert East to reach this area. You should be strong enough to deal with the Titano here.

#### **Boss: Soldi Orm**

This titano is pretty easy since it has really limited attack types and pattern. First it will slam the ground to create a small quicksand spot that will suck your characters towards it and a spinning attack. These can be easily evaded by going behind the boss and attacking it. Just keep repeating the same pattern and heal when needed.



Defeating this boss will enable Dogi to use **Ultimate Strike** as his Extra skill. When ready, head to the flame shrine.

### Flame Shrine

You don't need to navigate the entire place again since Mustafa will bring you directly to the altar. Go to the altar and examine it. The path to Sanctum shall open afterward.

### Flame Sanctum



### Area A

Aside from the lava, keep an eye out of those thorns on the ground as they deal massive damage if you make contact.



### Area B

Here you need to be careful from the flame jets coming from the cracks on the ground as they deal continuous damage to characters caught in it. Refer to the the map for the item and collectible locations. Upon reaching the healing monument, equip your strongest gear, the Ice Mist Crystal then save your game. Enter the cave when ready.

### Lava Pit

In this chamber, you need to run up the ramp. Destroy the objects blocking your path and ignore the enemies. Do not allow the rising lava to touch you or the lava monster to hit you or you'll get fatally damaged. Be careful of those nasty thorns that can heavily damage you and those lava jets that can throw you off the path. Keep running until you see the branch in the path. Before entering the other cave, continue to the right to find a blue chest containing *Sapphire*. Enter the sanctum's core and save your game. Fortunately, there's a healing monument here so you don't need to fight the boss without full HP. Run to the glyph to fight the boss.



### Boss: Flame Dragon Angue-Barl

This boss' attacks can be easily evaded. If you have the Ice Mist Crystal equipped, you don't need to worry about the lava pits in the battleground. You need to target its feet while keeping on moving to avoid getting damaged. Out of its attacks, you need to look out for the attack where it slams the ground and leaves several fire glyphs on the ground; this attack is really devastating and can easily take out your active character. Its normal attacks like the tail-swipe and slam are quite predictable so just roll to the other direction to avoid getting hit by it. It can also breathe fire that will cause the Flame status when you're hit.



Later in the battle, it will also release several homing fireballs and start clawing its hind legs on the lava pits to release a volley of fireballs. Even with additional attacks this battle should be pretty much manageable so just keep on attacking and evading whenever needed.

After defeating the dragon, you'll receive the Flame Dragon Stone. Mustafa will also be bestowed by the dragon's power, enabling him to use Catastrophe as his Extra skill. Once in control, opt to return to Segram and visit Cruxie first.

### ***Segram Village***

Watch the scenes. Cruxie will replace Mustafa at this point. Her gear and skill assignments will be the same as Mustafa's so you don't need to make any adjustments. Resupply as needed; you're headed to the Wind Shrine next. First, we need to defeat the last optional titano before heading there. Exit the village and exit west to Segram Desert West. Exit to the lower left part of the map to find the boss.



### ***Segram Desert West***

**Boss: Milu Urdu**

The boss can't follow you to the narrow path leading to it so if you want to win cheaply, you can just use a ranged character to deal damage from a distance. You can attack its head but the boss will receive more damage if you attack its tail. The boss' attacks are quite limited so its easy to predict its movement. It can only charge and sweep its tail. Other than that, there shouldn't be any problems dealing with this boss at all.





Obtain the shining orb the boss leaves behind. This will enable Geis to use Fairy Annihilation as his Extra skill. Once that's done, you may search for the pikkards for the quest you got earlier or just head to the next shrine.

### ***Moonlight Path***



#### ***Area A***

This is one of those Iskan-seal shortcuts. To unlock this path, warp to Cave Byway, enter the cave and head to the left. Take the path north and you should find a dead-end with the seal on it. There is just a handful of chests inside. There is also a pikkard here, just check the map for the location. After obtaining the pikkard, I suggest not to teleport back to Segram Village - not until you register a new monument.

#### ***Area B***

There isn't anything to do here except to loot the chests and find the Iskan monument at the end of the path. Exit the area.

#### ***Kylos Gorge Northwest***

Just exit north to reach the village.

### ***Kylos Village***

After activating the monument, you can now deliver the pikkard you caught earlier back to its master in Segram. Save your game then enter the village. You need to defeat a handful of weakling Dragon Knights here. You shouldn't have problems dispatching them. Once in control, check out the shop for new weapons and gear. Buy the ones you can afford and equip them to your main party. Head to the Wind Precincts afterward.

#### ***Wind Precincts***

Upon entering the main area, jump in the middle and equip the Wind Cape to ride the wind up. Take the elevator down to reach the altar.



## Wind Sanctum

The first few paths here are straightforward so just grab the materials and items you find along the way. This is the longest to complete compared to the first two that's why we saved this for last.

### Area D

To reach the blue chest, you must go up the ramp and dash over the gaps. Deliberately fall down on the second gap to land on the same ground where you can find the chest containing *Ruby*. You can't reach the brown chest (2) for now so just take the portal to the next area.



### Area E

Don't worry about the lone island with the warp since you'll only reach it if you fall off. There's nothing there except two enemies so you can just ignore them both. To reach the enclosed item in Area D, jump to island marked X1 to reach the lower island then jump off again (X2) to fall down to the previous area.



### Area F (Shrine)

(Note: Refer to the map. Green letters indicate the spot where you'll get transported after taking the portal of the same letter)

Activate Switch 1 to unlock the path, then continue north. Unequip your wind cape and jump down the wind vents. Use the portal there (A). Go south to grab the chest with Withered Hardwood x20, then take portal (B) to the left.

Activate Switch 2 then take portal (C) to return to the entrance. Backtrack to the wind vent up north, then ride it. Take portal (D) this time and activate Switch 3. Backtrack again and the northernmost portal (E) should be accessible now. Take it to reach the new area.





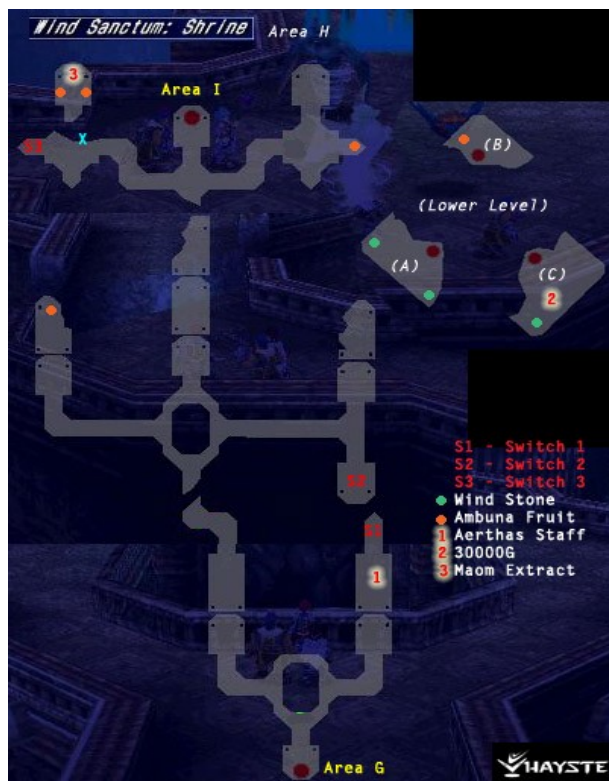
### Area G (Shrine)

Head to the far left then activate Switch 1. Continue north, deliberately allow the wind current to blow you off the path in the middle to access the lone platform with multiple Wind Stone deposits and a chest containing Withered Hardwood x20. Take the portal to return to the entrance. Head to Switch 2 and activate it. Grab the chest containing Striga Extract. Follow the path to reach the upper level of the area.

Once you've reach the upper level, jump off the broken part of the path marked in the map (X) to reach a blue chest containing Vitality Belt III and Switch 3. Jump south then activate Switch 4. Run back to the upper level and take the only portal there to reach the next area.

### Area H (Shrine)

(For easier navigation, I'll be dividing this area into three parts: H1, H2, H3. Again, refer to the map for the directions below)



H1: Start by going to the right and riding the wind current to reach the upper platform. Grab Mishera's *Aerthas Staff* from the blue chest then activate Switch 1. Jump down and head left. Go up the platform and continue north.

H2: The left platform only contains Ambuna fruit so just go there if you need to collect some. Otherwise, head right and activate switch 2 then ride the wind north. Jump down from the edge to fall down to lower level (C). Grab the 30000G from the chest and gather some wind stones as well. Use the portal to return to the starting point then take the path in the middle. Deliberately falling down the gap will take you to lower level (A) which has two Wind Stone deposits to loot. Use the portal to return to the starting area. Take the middle path again to reach H3.

H3: Head to the far left and activate Switch 3. To reach isolated platform in the northwest corner, you need to fall down the gap to land on it (X). Fall down south again to lower level B then use the portal to get to the starting area. Make your way back to H3 again then go to the far right this time. Gather the Ambuna Fruits there, then activate Switch 4. Take the portal, use the monument and save your game. Proceed when ready.

### Area I

Here you need to ride the wind north. You need to find two switches first to unblock your path. Be careful of the giant pinwheels here as they can deal continuous damage to anyone caught in them. Just ride the wind by dashing and moving normally. There are three lower level platforms here where you'll land if you fall off. Coincidentally, the second and third platforms both carry treasures. If you ride the wind, look down and you should see the lower platforms in the middle.



From the starting area, ride the wind past the first set of pinwheels and enemy. Right after passing the second enemy on the middle platform, unequip the wind cape to fall down and reach the chest containing *Fossilized Twig* x20. The third platform contains a Blood Nail. This is a very good accessory that steals HP when you're attacking. As for the switches, you need to activate two. They should be in the northeast and northwest platforms on the last set of pinwheels. You can open your map to check. After activating the switches, fly north until you reach the last portion of this area. Loot the Varl Incense and Dragon Energy Drop from the chests. Use the portal then examine the bird sculpture in the middle and get on it.

### Boss: Wind Larva

This battle shouldn't be that hard. It only summons two smaller minions and attacks with its tongue. Ranged attacks work well against them so if you have Mishera in your party, you can easily pummel the minions and the main boss with her AoE (area of effect) spells like Tornado, Storm Gust or Aerial Orb. Just defeat them to move on with the story.



You'll finally reach the Sanctum's core. Use the monument and save your game. If you need supplies and equipment upgrades, this is the last chance to do so. Return to the village if you wish otherwise, continue forth and meet the dragon.



## Boss: Wind Dragon Mu-Anti

This boss' main attacks include wind blades, a ground slam that releases shockwaves and wind projectiles, as well as a large wind orb that stays on the ground after impact. You need to be careful of its massive wind blast which is followed up by a charge attack where it gobbles unfortunate party members inside its belly. Aside from getting damaged continuously, the characters will get poisoned after being released. You'll know that its ready to use this powerful attack when the word "warning" appears in front of it. When it does release its wind blast, roll like crazy and avoid getting sucked inside its belly at least. It will most likely capture two of your allies and walk around. It is vulnerable for a few seconds so use this chance to land as much hits as possible.



You can deal more damage by attacking its tail. For a few seconds, it will fly with its tail hanging vulnerably at ground level. Use this chance to unleash your melee fighters' most powerful attacks. Mishera is your ranged fighter of choice here since her homing charge attack is a great help to replenish your SP from afar and for you to unleash her devastating wind spells. If you want to use your Extra skills, you can maximize the damage by using it up close the boss since your allies will also use a few of their normal skills for some extra damage.

After defeating the boss, the party will obtain the Wind Dragon Stone. The dragon's power will also enable Mishera to use Wind Legion as her Extra skill. After obtaining the dragon stones of all surviving tribes, watch the following scenes. For now, head back to Iska Village.

### Iska Village

There are new weapons available for synthesis. Resupply first if you want then head to Ciarius' home. Talk to him to proceed with the story. You need to return to Altago City. If you have completed the pikkard quest earlier, then you should have activated the monument in the Shrine of Origins. That's the nearest monument. Otherwise, you'll have to exit Iska Village from its main portal then head east to Altago Plains and eventually reaching the city.



### Altago City

Due to the commotion, only you and Dogi will be left behind for now. Run to Old Town to check up on Maya and Tia. Head there and defeat the monsters. Head back to the city and run towards the harbor. Should you need supplies, there are some new items available in the item shop. Upon reaching the harbor, you'll find Geis fighting some monsters. Join him in battle and take them out. He will then join your search. Head towards the palace. Make sure to save your game before heading there.

Watch the scenes after entering the palace. After that, you'll need to face Scias. You can't win this battle no matter how prepared or equipped you are; just don't waste precious recovery items. Just let him beat you this once. Watch the scenes. The plot's possible biggest twist will be revealed during this event.



Watch more scenes. Aisha will return to your party, as well as your other members as well. Make your preparations. You need to head to the harbor to reach the Sea Sanctum. Before doing that, you may want to check out the weapon upgrades you can afford. Also, talk to Wesley Irizarry, the Segromite soldier standing guard beside the weapons shop. You can obtain the game's last quest, **Quest 17 Holy Flame of Segr** from him. Carry the *Ivory Ember Case* he gives you then warp to Segr Village. Head to the temple in the middle of the village then find the stairs up to reach the holy flame. Examine it to get the Ivory Ember then warp back to Altago City and return the case to the quest giver to complete the quest. When ready, head to the harbor and grab the ship leading to Ruins Island.



### Ruins Island

You should be able to warp in this area now. As the game suggested, the nearby monument will be registered in your map. To save time, you can just open your map and warp to the monument by the entrance.



## Edona Village

If you opened the shortcut here during your first visit, you can just head left from the entrance then ride the elevator. After reaching the upper level, equip the Gratheos Talisman then take the ladder down to the northwest. This will take you to the boss area. The altar is right behind it. Examine it to enter the next sanctum.

## Sea Sanctum

### Area A

Take the middle path first then step on the floor button (S1) to remove the trap. Grab the chest past the mini-ice rink. To reach the Striga Extract, walk around to the east then north then fall down the broken path in the middle. Continue running to the left then step on the second floor button (S2) to get past the trap obscuring your way.



### Area B

This area is divided to four levels. There are slippery ice paths here that can throw you off course if you're not careful. Refer to the maps provided to know the locations of the materials and chests.



To reach the blue chest containing Geis' Sid Rondo weapon in 3F, you must go up to 4F then jump off on the spot marked X in the map. You'll land on the elevated platform here the chest is located. In 4F, you can't take the northwest path yet since the stairs are too slippery for your to traverse. For now exit north through the middle path.

## Area C



Step on S1 to lower bridge and to drain water from a portion of the map. Grab to Monster Horn x20 from the chest to the left then jump off from the spot marked in the map. Follow the path until you reach a blue chest containing *Dalmatica*. Next, do the following:

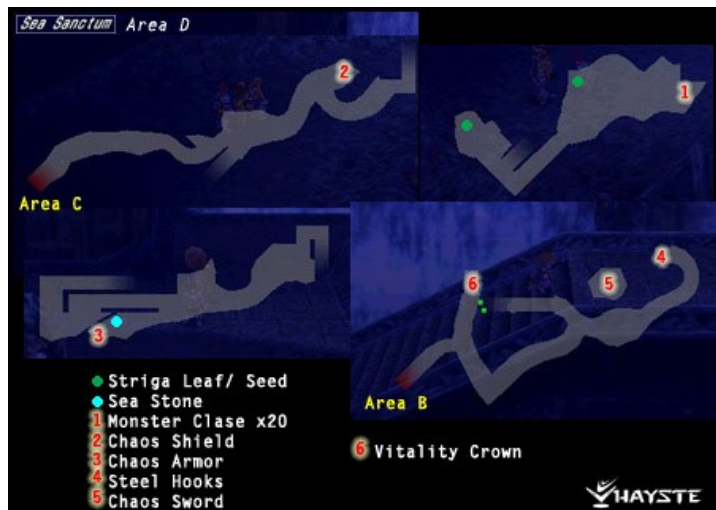
Activate s2 to fill the nearby area with water and the nearby blue chest accessible.

Activate S3 then backtrack the first blue chest containing *Flash Ring II*.

Activate S4, jump down the gap and grab the Ice Ring. Walk around north and cross the newly formed bridge to reach the chest containing *Thin Hide* x20. Exit to the southeast to reach the next area.

## Area D

You need to make it to the area's fourth level. The most annoying part probably will be crossing the super slippery ice paths where you can fall off to the lower levels. After reaching the fourth level, carefully traverse your way through the narrow ice path to the east until you reach a red chest containing the party equipment *Steel Hooks*. Equipping this will allow you to have better traction on frozen paths. The lone blue chest on the island is easily accessible now by dashing with Steel Hooks on. Open it for Adol's *Chaos Sword*. Grab the *Vitality Crown* next, another great piece of equipment. Exit west to return to Area B's 4<sup>th</sup> level.



## Area B

Use the monument then take the ice path left. You should be able to climb up the frozen stairs. Exit to the next area. Don't forget to equip your Gratheos Talisman before going there.

## Area E

Make your way to S1 and step on it to disable the obstacle. To reach the blue chest containing the Training Ring III, make your way northeast until you find another blue chest containing *Rare-Scale*. Continue running west then jump over the gap. Continue following the path and cross the trap-laden path that will lead you to the chest. Make your way north then exit to the next area.





## Area F

Be careful of the holes here as they'll suck you back to the previous area. Fall down on the hole in the southwest corner of the map (marked) to reach the blue chest from the previous area containing the *Energy Orb*. Grab the remaining items there then exit to the next area.

## Spiral Hall

This is the final stretch of this dungeon so you can just ignore the enemies or just fight them off until you reach the monument. Equip the Gratheos Talisman then save your game and enter the chamber. Step on the glyph to be transported to the Sea Dragon's chamber.



## Boss: Sea Dragon O-Balon

The boss' body is divided to several segments. You must attack these to deal damage to it. Just avoid its electrically-charged fins to avoid getting damaged. When it moves around, also avoid approaching its head since it occasionally shoots beams from its eyes. Later on, it will start lobbing projectiles towards you. It will also encircle your party and create a whirlpool in the middle. Avoid the whirlpool while evading the boss' fins. When it stops moving, follow it inside the cave and attack it from there. Keep doing this until you deplete its HP. It will then block the cavern entrance and the next phase of the battle will start.



You'll need to fight the head this time. The boss will start sweeping the battlefield with its electrical whiskers. Avoid these the best you can. It will be a good idea to use a ranged fighter when the boss is near the hole; this way you can have a good view of its next move. When it stretches its head, switch to your melee fighters and deliver your skills. Don't be greedy though as the boss can release counterattacks after you land 2-3 hits so its a good idea to step back after doing that. Release your Extra skill when the boss is that close to deal as much damage as possible. Later on it will freeze the entire floor so equip the Steel Hooks to avoid slipping around the place. When near death, it will retract its head near the holes and start shooting beams frequently.





After defeating the boss, you'll obtain the Sea Dragon Stone and will also enable Aisha to use Azure Destruction as her Extra skill. Return to Altago City for now.

### **Altago City**

Head to the palace's conference room on the second floor to continue with the story. After some dialogue, you must go to Iska Village. Resupply first if you want then save your game. Warp to Iska Village when ready.

### **Iska Village**

Head to the village center and watch the following scene. Warp back to Altago then head to Old Town. Go to Tia's house to find her hairpin on the table. You can also visit Maya in the Sanctuary. Return to Iska Village then use the hairpin to open the path to the Moon Sanctum. Make your preparations then examine the pillar when ready.



### **Moon Sanctum**

You'll need to fight the moon dragon as soon as you enter the sanctum.

#### **Boss: Moon Dragon Ze-Kalios**

This boss is quite agile and will make it difficult for your melee fighters to hit it often. It will release two lightning pillars that will follow you around. This has limited range so avoid it until it runs out. It will also slam the ground, releases energy lines in four directions. It will also summon two orbs that will start shooting continuous beams around the place. It can also charge so make a quick sidestep to avoid it. These two orbs can also release massive twin energy beams that will trap your characters in the middle while it releases a volley of laser beams. Avoid these the best you can. After depleting Ze-Kalios' HP, it will release its second, darker form.





This form's only weak point is its tail. The boss will deal massive damage with its slam and projectiles so do your best dashing behind it and avoiding its attacks. When its down to 30% of its HP, it will stand on all four limbs and exposing its vulnerable crystal on its forehead. It will be best to use ranged attacks to attack it so you can have enough time evade. It will also start releasing a massive energy beam from its mouth, two destructive explosive balls and a charge attack that leaves streaks of lightning behind it. Its swipe attack has also a wider reach and will also release three scythe projectiles in several directions. It will be a good idea to use quick and charge attacks to replenish SP then use skills after it finishes its attacks since its open after doing so.



After defeating the moon dragon, you'll obtain the Moon Dragon Stone, enabling Adol to use Lunar Dragon Blade as his Extra skill. Watch more scenes. Once in control, head back to Iska Village.

### Iska Village

Talk to Brandi Swenson, the village shopkeeper and learn about the special weapons that you can synthesize. These weapons have really high attack power so it will be a great help in your final battle. The materials are unavailable at the moment but you can surely find most of them in the game's last dungeon. Just collect as much materials as you can then just warp back to the village once you have enough. For the other materials such as Titano Spines, Crystallized Twigs and such, check the previous maps in the guides to know their gathering nodes, as well as the in-game journal's bestiary to know which monsters drop them.

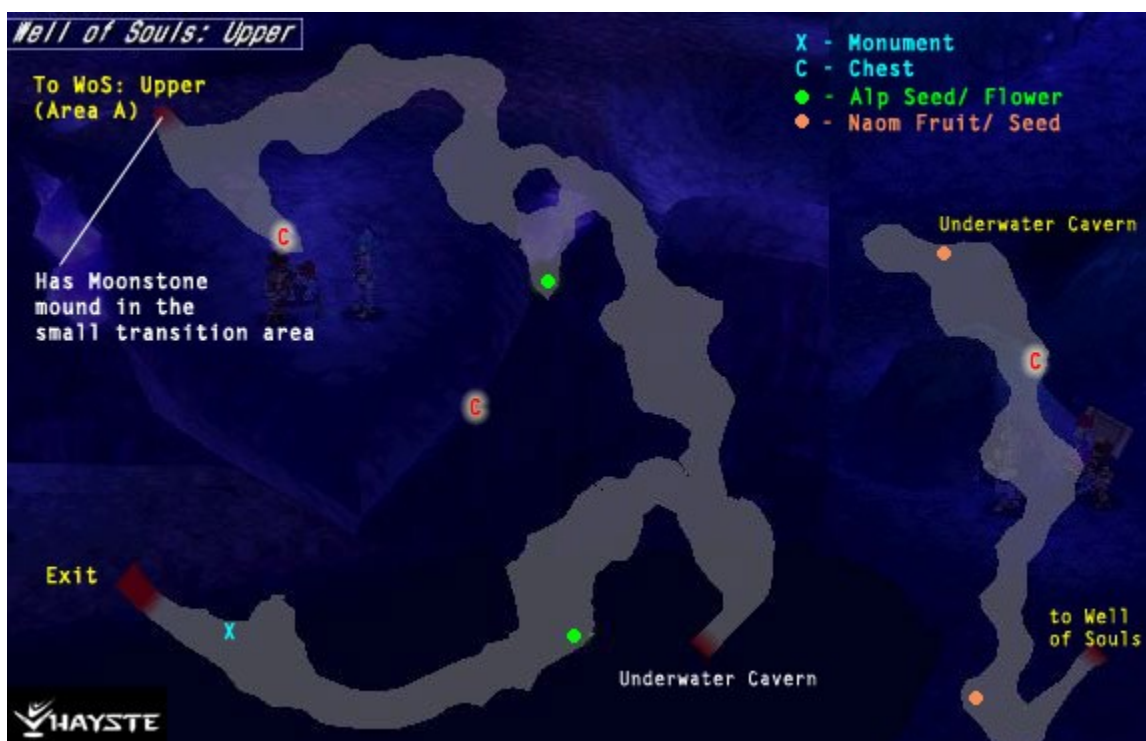


### Well of Souls: Upper

You can find new material items here so make sure to collect them as you see them. You can check the underwater cavern to the southeast for a couple of Naom plants and a chest. Remember to equip the Gratheos Talisman when exploring it.

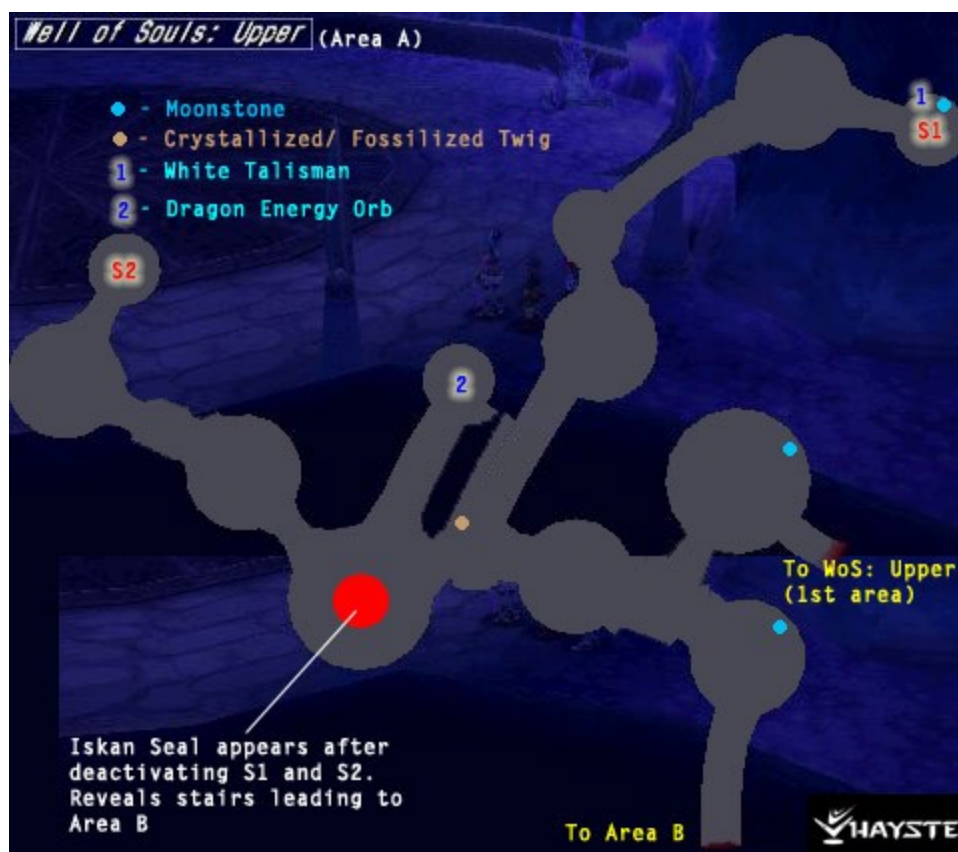
Back in the main area, you can complete the Quest 15 Lecture: Dragons of Altago after finding the chest with 20 Moon Stones.





### Area A

You can't take the southeast path to Area B as it is blocked for now. In this area, work your way to the two floor switches and step on them to reveal the stairs going down to B2 as marked in the map.





### Area B

To fully explore the area, you need to remove the barriers by manipulating the light beam by reflecting it to the surrounding crystals and hitting the crystals that powers up the barriers. It is worth opening these barriers as you'll find really good weapons for everyone here. After looting the chests, open the path to the Moon Lever and activate it. It will create some stairs for you to cross the other side. Return to Area A and take the newly formed path to Middle, Area C.



### Well of Souls: Middle (Area C)

There isn't that much to do here since you have nowhere to go but the northeast path. Take that to reach the next area.

### Area D

Heal and save. There's a minor boss battle up ahead. There's also a Moonstone mound at the end of this straight path so don't forget to gather them after dealing with the enemies.

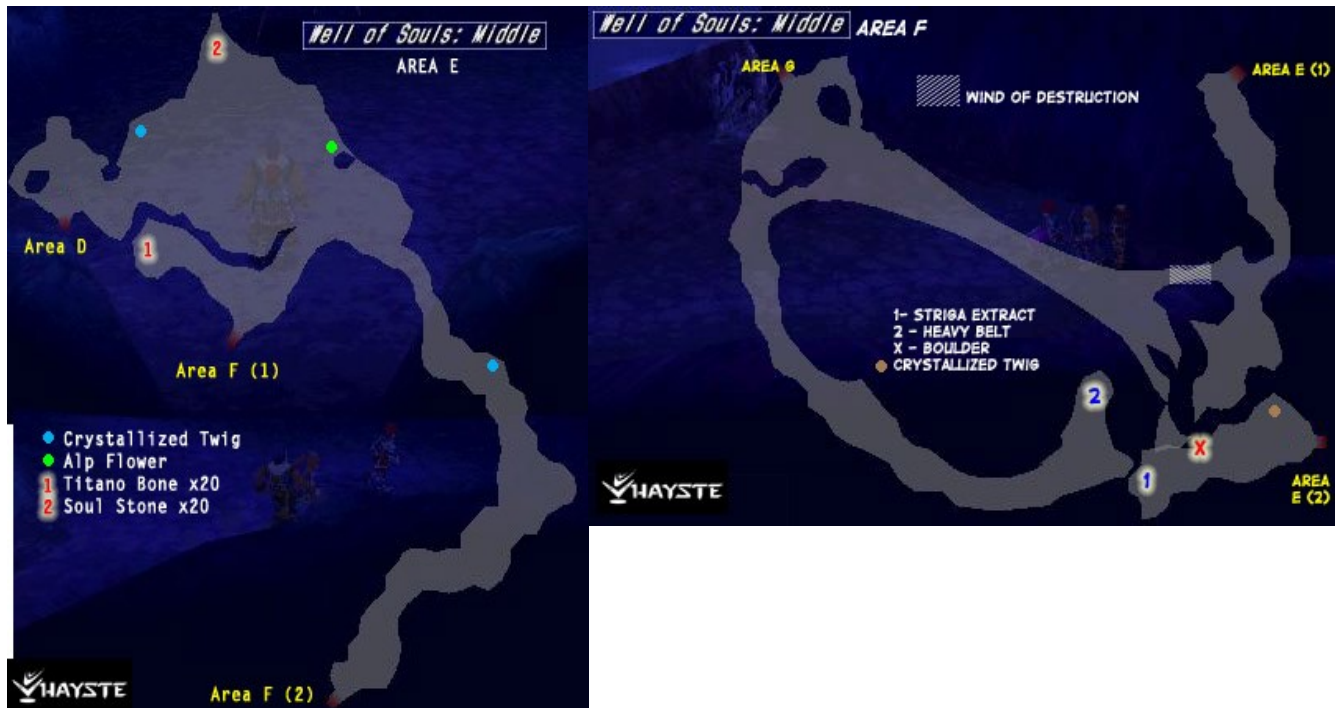
## Souls of the Fallen: Dragg Leth



This duo should be easy to take care of. They move fast but their attacks can be easily avoided. Their attacks include the normal charge-slash while they can also lob fireballs after flying. Other than that, they shouldn't possess any grave threat to your party. Just use charge attacks, skills and Extra skills to take care of them. If possible, try to focus-fire on the same target until it goes down.

### Area E

There are two exits in this area. Collect all the treasures and gathering points here. Take the southernmost exit first (Area F-2) to reach the upper ledge in the next area. From that ledge, you can just push the boulder down to create a safe passage for you.



### Area F

Beware of the paths where the tormenting winds are blowing since you'll get damaged continuously as you cross it. The best way is to walk around the path south. You need to push the boulder from the ledge above as suggested to fill the gap and enable you to cross west. You can also push yourself against the wind, endure the damage and just heal if you want. Don't forget to grab the items before moving to the next area.



### Area G

This is a good spot to farm Soul Stones at this point since there are two nodes here. With the help of Luck Medals, you should be able to acquire them easier. Once you're ready to proceed, head to the next area.

### Area H

It will be suicide to go against the damaging wind leading east so you have no choice but to take the only safe exit to the lower left.



### Area C

Continue along to find a seal. Use the Moonson Song Bell to undo it then grab the Moon Talisman. This will allow you to walk through the winds of destruction unscathed. You can also use the bell to reveal the staircase that conveniently leads you near the healing monument in Area D. Head back to Area H.



### Area H

Equip the Moon Talisman and go through the winds of destruction. Continue east as the path turns south. Be careful of the floor spikes and you actually need to maneuver your characters past the holes. If you fall into one, you'll find yourself in the underwater cavern with a chest with Hard Hide x30, a moonstone/soul stone node and a blue chest containing a Clone Statue - so it's not really a bad idea to check it out before heading to the next area. Don't forget to switch between your Grattotheos Talisman and Moon Talisman. Carefully move to the west until you reach the next exit.

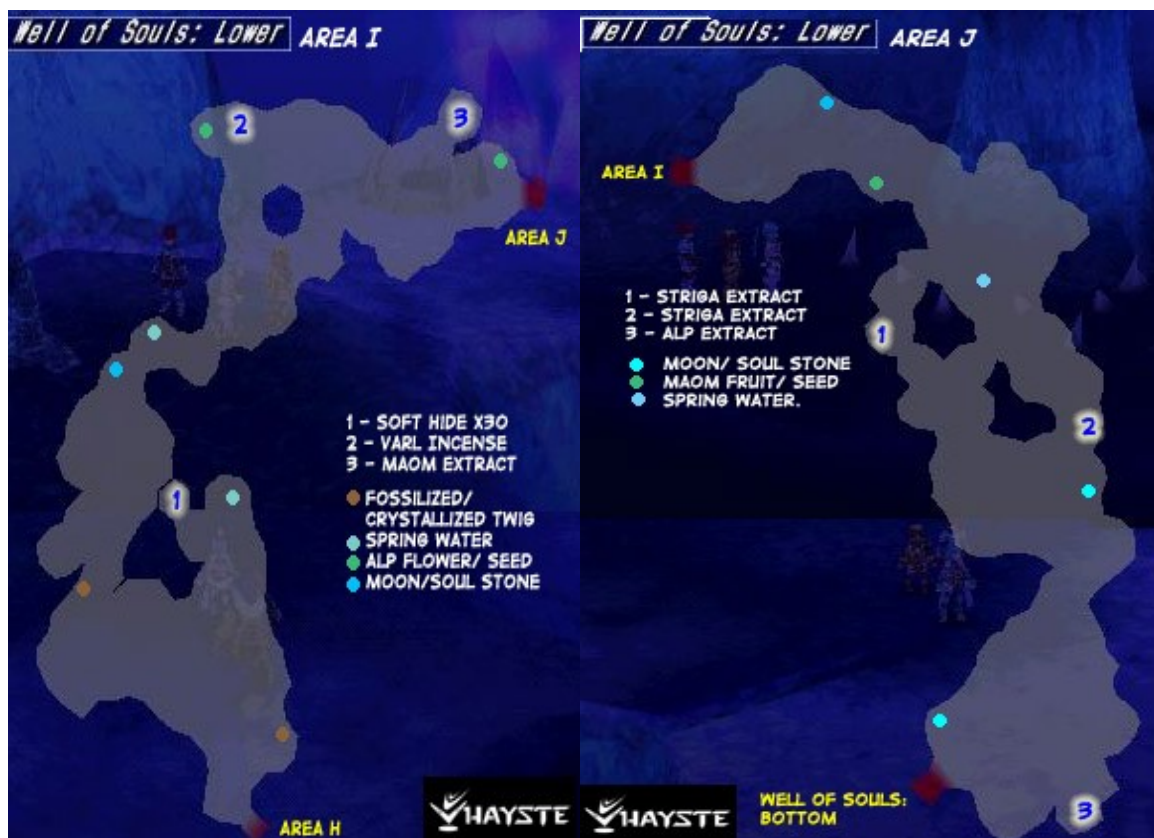


### Well of Souls: Lower - Area I

This is pretty much straightforward; scour the area for chests and harvesting points then proceed to the next area.

### Area J

Same as the last area, fight your way through enemies, grab the items and materials then proceed to the next exit.





### Well of Souls: Bottom

There's a healing monument here so if you need to resupply or check your characters' equipment, you may do so. It is very important that your characters are almost equally equipped. The next battles will require you to use them all so it won't help training your favorite/best squad only. Save your game and continue to the next room.

### Knight of Despair: Scias

Scias has several types of attacks. First is he dashes towards your controlled character then releases rapid-thrusts using his sword. He also has a wide medium-range, double-slash attack. These attacks can be easily avoided by rolling. Be careful when he stops and unsheathes his sword as a powerful long-range slash will follow. Halfway down his HP, he'll be using the long-range slash three times in a row and will become faster and more aggressive. He will also begin using an shockwave that causes medium AoE damage.



This battle shouldn't give you that much of a headache if all your equipment are updated and your level is high. It will be a lot easier using a ranged-characters since you can fire off a distance and roll away before he gets in melee range. If you prefer using melee characters, don't attack aggressively. Instead, charge and wait for him to finish his combo before attacking him. You can follow up 3-4 quick slashes before rolling away to avoid his follow up attack. Once you have enough SP, use your most powerful/ efficient skill to deal extra damage. You don't need to wait for his HP to go down too much before using your EXTRA attack. Scias has a lot of HP so chances are you can still recharge another gauge - depending on how fast you can kill him and how often you use your skills.



After defeating him, watch the following scenes. Once done, resupply if needed then save your game. Off you go to face Tia, the last boss of the game.

### Maiden of Demis: Tialuna

Tia will start the battle with two statues aiding her. These statues will regularly try to pull your characters with its whirlwind-like attack, dealing continuous damage. They will also release scattering projectiles that's really challenging to evade. You must concentrate taking out the lesser minions first so you can concentrate on Tia. It will be better if you use your most hardened character here like Dogi or Cruxie to serve as your tanks as you take out the statues.



Tia herself will attack at the same time with a variety of attacks, ranging from flame blasts, energy shots, beams and shockwaves. After destroying the two annoying statues, do your best to deal as much damage as possible since Tia will resummon them again, one at a time. Tia's most powerful attack would be the charged-lightning that will encircle her as it moves outward. Just continue your relentless attack and use your EXTRA skill whenever you have the chance. In this battle, Aisha's my star player as her Waspinator recharges my SP gauge rapidly. After defeating her, watch the following scenes. You have yet another opponent to face.





## Root of All Existence: Rul-Ende

This battle consists of three phases and your characters will be separated to different teams. If you've been gearing them up equally, then you shouldn't have too many headaches.

### *Lower part: Dogi, Elk and Mishera*

There are four heads that you need to take out and each of them are firing elemental-based projectiles. You can only hit them as soon as the heads hit the floor. Evade their attacks then rush in to attack. Be careful when it closes its wings as it will release several wind-blades in different directions. You can evade these by rolling right before they hit you. It's weakness is its core in its belly. However, it will be protected by spines. To open it, you need to deplete the HP of its heads. All of them share the same HP so it doesn't matter which one you attack. It will be helpful if you'll use an AoE attack, like Mishera's Tornado for example. For a few seconds, the core will be vulnerable to attacks so it will be a good idea to save your SP the unleash your most powerful combos and EXTRA attacks while its open.



Repeat the process. Be careful also when the game slows down and changes its angle. One of its heads will fire a beam that will cover half of the area so make sure you steer out of the way. Halfway through its HP, it will unleash a powerful attack that will bomb the entire area unless stopped. You can do this by attacking the part where the "Rush" icon appears. Its four heads will also attack all at the same time.



When its down to 25% of its HP, it will release a homing dark orb while three of its heads will create ice spikes in front of them. The problem is these ice spikes will remain and will freeze characters that touch them. Use your ranged attacks to destroy them so you can have more space to move on. Take note that its core is vulnerable when it releases its orb so use that chance to land some free hits, especially charged shots to replenish your SP. You may want to have full SP and EXTRA gauge as the core becomes vulnerable to deal as much damage as possible.

### ***Middle Part: Aisha, Geis and Cruxie***

For this battle, the core will be exposed already but the boss' hands will attack relentlessly. The discs it will release can be avoided by running towards the boss, while the projectiles it will release can be avoided by simply evading. Don't get too close or it will use deadly melee attacks that will take a good chunk of your HP.



Halfway down its HP, it will start using additional attacks, like the devastating multi-directional linear blast that's really tough to evade. Be careful of its multi-hit shockwave as well as it can easily kill your characters if they're caught in the middle of it. Aisha will be your ace here as her ranged-attacks and special skills will keep her at a safe distance while landing hits often.





### Upper part: Adol

You'll be facing this monstrosity alone. Hopefully, you still have a good number of healing items in stock. There will be four stationary minions here that will provide support fire for the main boss. The boss will also release a variety of wide-area attacks. Make sure that you don't get caught of the dark circle that will appear on the floor; otherwise you'll be taking continuous damage and won't be able to do anything. Thankfully, you can move around the battlefield. Prioritize taking out the minions first. Be careful when there are pink lines that will appear from minions; that means a massive blast will be released by the boss. Don't bother attacking the boss while its minions are still alive as you won't deal any damage to it at all. Just attack the nearest minion you'll find as you evade the boss' attacks.



After taking out the minions, its core will be exposed. Feel free to use the EXTRA attack you've been saving up a while ago, then follow it up with skills. Its attacks will change a bit. It has a grid-based attack which you can avoid by stepping on a non-targeted grid. It will also release several homing projectiles that you can easily avoid by running and rolling before it hits you. You may want to do a hit-and-run tactic here to avoid getting damaged too much. Be careful of its four-directional beam attack as the boss will use it both clockwise and counterclockwise. Since you'll have a wider space to move around, most of its attacks should be fairly avoidable. It will still use its large beam attack, the exploding spheres and the multi-hit shockwave it uses on its first form.



This boss may be a tough nut to crack but as long as you learn its attack patterns, you should be able to anticipate them and move in for a counterattack. Also, your chances of surviving will depend also on how much healing items left in your inventory.

After defeating the boss, watch the following scenes. I won't spoil anything for you but enjoy.

**CONGRATULATIONS FOR BEATING THE GAME!**



# QUESTS

## Quest 1: Delivery from Tia

Given by: Tia

When: Agree to deliver the medicine for her before you set off to Shannoa Village the first time.

Reward: Dragon Energy Drop

Talk to Fatima again after your first conversation to complete the quest.

## Quest 2: Waters of Altego

Given by: John Cordova

When: He's the bartender in the pub. You can start this before heading to Shannoa Village

Reward: Hawk Eye II

Find various types of water in units of ten. You'll receive corresponding payment for each type of water you hand over.

- Fragrant Water - 100G
- Spring Water - 400G
- Cloudy Water - 500G
- Tainted Water - 1000G

## Quest #3: Beautiful Flower Seeds

Given by: Belinda Nis

When: After getting the Moon Seal and reporting to the King.

Reward: Fortune Orb

She's near the fountain in Altago City's square. Gather rare seeds; these are acquired from various plant nodes throughout the land. The earliest I was able to complete this was after the Holy Precint of Winds. You'll receive corresponding payment for each type of seed you hand over.

- Iko Seed - 200G
- Lughott Seed - 200G
- Komona Seed - 300G
- Kamika Seed - 300G
- Salimera Seed - 400G
- Lokin Seed - 400G
- Nadly Seed - 500G
- Chigle Seed - 500G

## Quest #4: Jewel Collection

Given by: Teresa Runions

When: After getting the Moon Seal and reporting to the King.

Reward: Shield Ring II

Exit south of the town square and go to the left past the bridge. Enter the first house there and go to the second floor. Enter the leftmost room to find her. Find rare and expensive stones. These stones can be collected as rare finds in various ores in different locations. The earliest I was able to complete this was after the Holy Precint of Winds. You'll receive corresponding payment for each type of stone you hand over.

- Green Stone - 2000G
- Red Stone - 3000G
- Black Stone - 5000G
- White Stone - 10000G



#### Quest #5: Lecture: Tribes of Altego

Given by: Michael Wootton

When: After getting the Moon Seal and reporting to the King.

Reward: Scroll of Mastery

Head to the pub and talk to Michael Wootton, the guy sitting in the lower left table. Find minerals that have deep relation to each of the tribes. These are simply various rocks scattered in the areas near each tribe. You need to talk to Michael for each mineral and tribe.

- Charcoal - Shannoa
- Hot Sandstone - Segram
- Ashen Rock - Kylos

#### Quest #6: Lecture: Titano Ecology

Given by: Michael Wootton

When: Will be acquired along with Quest #5.

Reward: Blue Jewel

Find materials that can be extracted from larger beasts. These are chest items so they're hard to miss. The items you need are the following:

- [Titano Bone](#)
- [Titano Fluid](#)
- [Titano Spine](#)

You may refer to the links and maps provided for more details about their location.

#### Quest #7: Byway of the Hunt

Given by: Kevin Lassiter

When: After completing Earth Altar.

Reward: Power Wrist II

You can find him inside one of the ground rooms behind the pub. You'll need to defeat the [Rock Monster: Ghilda Ros](#) in Cave Byway. If you killed the monster before starting this quest, you won't be able to get this quest at all.

#### Quest #8: No Pole, Resilient Soul

Given by: Chris Gouin

When: Available as soon as you enter the village. Find him near the docks.

Reward: Shimmer Brooch II

Find various types of lumber in units of ten. Depending on what type of wood you give him, he'll give you a corresponding payment:

- Prairie (Plains) Wood 500G
- Sapling 1000G
- Drywood 2000G
- Withered Hardwood 5000G

#### Quest #9: Forest Guardian Pilgrimage

Given by: Carol Zander, Shannoa Village

When: Talk to her after reporting to Eldress Fatima and getting Elk.

She will ask you to make an offering of 5 Kamika Fruits. You'll obtain 2 Kamika Fruits from her so you'll need to find three more in the forest. You can find the guardian and the fruit in the eastern Shannoa Forest. Return to her to get your reward (1000G). She'll then request for another item to be placed as an offering.

This time, its a white snake ring. This item can be synthesized for 1000G, Charcoal x20 and Monster Bone x20. You can also get one by searching the Ancient Tree.

#### Quest 10: Mystery Ingredients

Given by: Sara Sterwart, Segram Village

When: Talk to her during your visit to the village. She will request for various flowers and plants that you can collect from plant nodes.

Reward: Flash Ring II

- Iko Leaf - 500G
- Komona Flower - 1000G
- Salimera Leaf - 2000G
- Nadly Flower - 5000G

#### Quest 11 Milling the Wind

Given by: Jonathan Lee, Kylos Village

When: Talk to him as soon as you enter the village

Reward: Scroll of Valor

The first two materials can be immediately given since they can be obtained from various montrs outside the village. The last two materials can be obtained from the monsters inside the Wind Precinct.

- Monster Down
- Thick Hide
- Thin Hide
- Monster Feather

#### Quest 12 Daughter's Missing Gift.

Given by: Wes Herbst

When: Talk to him after clearing the wind precinct

Reward: Vitality Belt II

He only needs one earring but you can find four. All the earrings are located in Kylos Gorge Northwest and can be equipped as accessories. When you approach the specified locations, an exclamation point will appear. It doesn't matter which order you find the earrings; however, bringing back the correct earring to Wes will end the quest and will prevent you from collecting the other rings.





- Dull Earrings - In the middle of the hanging footbridge.
- Flashy Earrings - Inside the cave to the far west of the footbridge, by the symbol
- Cute Earrings (!! ) - Found inside the cave. Just approach the spot between the peeking rays of sunlight to find these. These are the real quest items so its up to you if you want to find the last earring or just teleport back to the village and hand it over to Wes.
- Peculiar Earrings - Go through the cave leading to Kylos Gorge Southeast and continue heading right. You'll find a tree trunk and a tall withered plant at the northern edge. Approach the plant to find the earrings.

### Quest 13 Forest Guardian Part 2

Given by: Carol Zanders, Shannoa Village

When: Available after the first visit to Iska Village

Reward: 5000G

Just like the first one, you'll need to make offerings to the guardian statue at the entrance of Shannoa Forest. This is basically a continuation of Quest 9.

- |  |  |
|--|--|
| • Nadly Flower x7, Striga Leaf x5            | 1000G                                      |
| • Withered Hardwood x20, Fossilized Twig x20 | 2000G                                      |
| • Spiritual Water x5                         | Max HP of characters will be raised by 100 |

Striga Leaf, Fossilized Twig and Spiritual Water are available inside the Earth Sanctum.

### Quest 14 Finding Pikkards

Given by: Zak McShane, Segram Village

When: Available after the first visit to Iska Village

Reward: Crimson Jewel

Take note that you can only carry one pikkard at a time so after finding one, you need to warp back to Segram Village and surrender it to Zak. There's no particular order in finding them.

#### Flame Shrine

The pikkard is located inside the area where you fought the phoenix boss and where you got the Ice Mist Crystal. Since you'll be skipping this during your trek to reach the Fire Sanctum the first time, you need to visit this place conveniently after defeating the Fire Dragon. Warp to the Flame Shrine's entrance, then continue to the middle of the map. The elevator should be pretty visible. Use it to go down and find the pikkard.

#### Shannoa Forest

You can find this pikkard in the small area in Shannoa Forest where you saved Elk from the giant titano boar. If you visited Shannoa Village first as indicated in the walkthrough above, you can just warp there using the monument in the forest.



### Ancient Tree

This pikkard is located in across the submerged path by the tree's entrance.

### Cave Byway

Just warp to Cave Byway: End then run to the left to find the pikkard in the area where you fought the cave's boss.



### Wilderness

There's no monument here so you don't have any choice but to warp to Cave Byway, then travel all the way to the east to enter the area. Continue to the right a bit then go south to find this piglet walking around near the cliff.

### Shrine of Origins

This pikkard is located inside the boss room. Since you don't have any nearby monuments activated, you need to warp to Iska Village and work your way back to Altago Plains Northeast.



### Moonlight Path

This is one of those Iskan-seal shortcuts. To unlock this path, warp to Cave Byway, enter the cave and head to the left. Take the path north and you should find a dead-end with the seal on it. You can find this [pikkard](#) in the dead end path to the left of the area, just southwest of the northern exit.

### Quest 15: Dragons of Altago

Given by: Matthew Torres, Iska Village

When: As soon as reaching Iska Village for the first time

Reward: Black Talisman

You need to bring him stones exclusively found in Dragon Sanctums. Obviously, you can find the stones according to the sanctum's element (Earth Stone = Earth Sanctum)



- Earth Stone
- Fire Stone
- Wind Stone
- Sea Stone
- Moon Stone

#### Quest 16: Spirit Elixir Concoction

Given by: Brandi Swenson, Iska Village

When: As soon as reaching Iska Village for the first time

Reward: Energy Charm

Ask her about spirit elixirs to get this quest and to enable you to synthesis spiritual elixirs in Iska. To learn about the materials needed, check the bookshelf to her right.

#### Quest 17: Holy Flame of Segram

Given by: Wesley Irizarry, standing west of the weapons shop

When: After all the other tribes sends their people to aid Altago City during the miasma attack.

Reward: Flash Ring III

Carry the *Ivory Ember Case* he gives you then warp to Segram Village. Head to the temple in the middle of the village then find the stairs up to reach the holy flame. Examine it to get the Ivory Ember then warp back to Altago City and return the case to the quest giver.

#### Quest 18: [Titano Hunt] Bal Killios

When: Automatically received as soon as you enter Altago Outskirts. You should be at least LV30+ before engaging this boss.

Reward: Dragon Orb

Fighting this Titano is relatively easy. It only has two main attacks, a leg stomp and the tail smash that both creates a damaging wave upon impact. Stick with Aisha and continue dealing ranged damage while pummeling it with your skills and extra attacks until it goes down.

#### Quest 19: [Titano Hunt] Soldi Ohm

When: You can obtain this quest the first time you visit the Flame Shrine. You should be at least LV38+ before engaging this boss.

Reward: Dogi's Ultimate Strike Extra Skill

Check this [link](#) for tactics on how to defeat it.

#### Quest 20: [Titano Hunt] Mill Urdu

When: Check this [link](#) for the location.

Reward: Geis' Fairy Annihilation Extra Skill

Check this [link](#) for tactics on how to defeat it.

\*\*\*\*\* IN PROGRESS \*\*\*\*\*

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